MindExplorer

a solitare roleplaying game of mindful exploration

A world of unlimited

Imagination

MindExplorer is a single-player tabletop roleplaying game inspired by the aesthetics of educational materials from the 1990's. You will explore a building constructed from your imagination during a dream you have one night and meet characters that live inside it.

Inspiration

Often referred to as Encartacore or Utopian Scholastic, this aesthetic had an emphasis on education and an optimistic outlook of the world. This aesthetic was often seen in educational kids' books and multimedia CD-ROMs from the late 80s through the 90s in products such as the Encarta encyclopedia software by Microsoft and DK Eyewitness series of books.

Setup

This game is for one player and can be played for as long as you want. The materials required are four Art Dice (custom six-sided dice) that have been printed out and assembled (download and print from worldchampgameco.itch.io), a printout of a hex-grid such as the one on the last page of this book, as well as paper and a pencil to take notes.

Starting the Game

After falling asleep late one night, you find yourself on an island with a large building containing a series of rooms known as the MindMaze. Each room of the MindMaze is unique and reflects aspects of your personality and knowledge. Before you enter the building, roll the four Art Dice and assign each one to the following four prompts. Use the images on the dice as inspiration for your responses.

- Layout of the island
- How did you arrive on the island?
- The appearance of the building
- What compels you to go inside the building?

Once you have responded to each prompt, enter the building and explore the MindMaze.

Exploring Your Mind

When you enter the MindMaze, choose a space on the edge of the hex grid map seen on the next page. Each time you enter a new room in the MindMaze, roll the four Art Dice. Assign one of the dice to one of the following elements of the room and using the image on the dice as inspiration to answer questions related to that part of the room.

Answer as many of the questions as you'd like and add any additional details if needed. Once you are done describing the room, fill in a space on the hex grid that contains the room you just examined, and explore another room.

Audience

Who is in the room? What do they look like? Why are they in the MindMaze

Appearance

What does the room look like? Does the room reflect any aspirations or goals you may have?

Mood

What is the tone of the room? What conversations are happening?

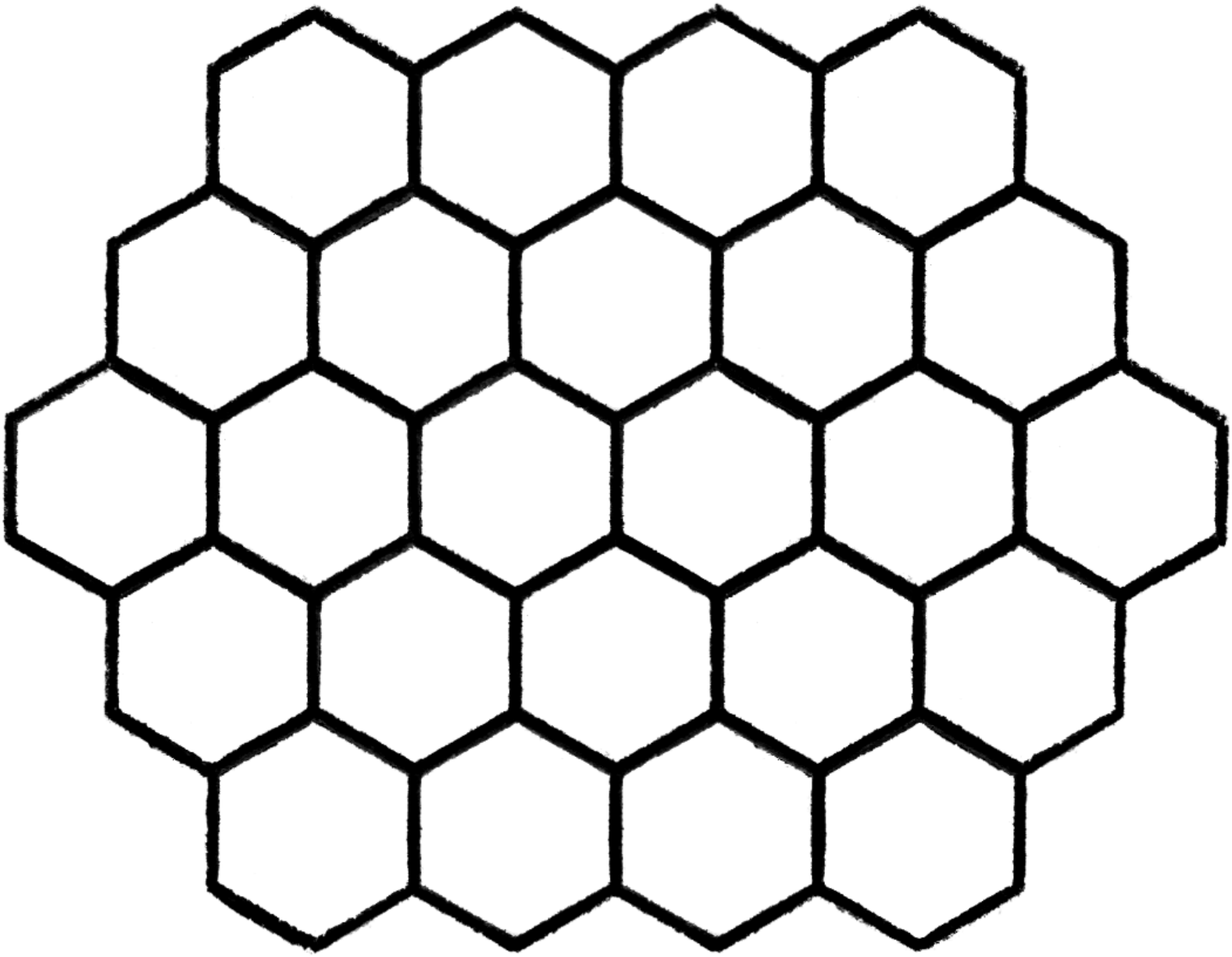
Purpose

Why does the room exist inside of the MindMaze? How was the room inspired by your knowledge of the world and your beliefs?

Continue exploring the MindMaze until you wish to wake up from your dream and reflect on your experience and what you discovered about yourself.

Map

Each time you have finished exploring a room, add it to the map and then choose a room next to it to explore



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